



# SCENT OF A NAGA

An Earthdawn Web Shard  
Written by Andrew Tobin  
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**EARTHDAWN**



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Scent of a Naga**

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Modified artwork in this issue is derived from  
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# Scent of a Naga

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# SCENT OF A NAGA

*What most name-givers seem to forget is that regardless of how simple the parts are to acquire, it takes time, effort and most of all understanding to produce a quality potion. Cutting corners on a process can easily lead to unforeseen, possibly gruesome, and quite likely interesting results.*

• Fenden, Alchemist adept of Travar •

**Scent of a Naga** is an adventure scenario designed for three to five adepts of second to fourth circle of any discipline, it is up to the gamemaster to determine the over all difficulty. Adding more adversaries or situations will always increase the difficulty of any adventure. In this adventure, the characters are presented with a simple hunting expedition for an exotic creature. The results of this adventure set up possible situations for future adventures in and around the city of Travar.

## RUNNING THE ADVENTURE

**Scent of a Naga** is presented as a series of interlinked events. Each is minimally described for the gamemaster. These are ideas for the Gamemaster to take into consideration. The text provided is for reference and idea generation, very little is for directly reading to the players. It is left to the game master to flesh out any locations so that they will fit within the gamemasters campaign. When the setting is integral to the adventure it will be lightly described to give the game master a feeling for the location but it will still be up to the gamemaster to provide descriptions of the scenes to the players. The inclusion of the Alchemist Discipline is not a requirement for this adventure, though if it is not used the game master may want to bypass the references to the alchemist blood charm personalization abilities.

## ADVENTURE BACKGROUND

The Travar underworld is a place of devious individuals. The Alchemist Fenden has been contracted to create a love potion for his underworld contacts. Being the rather cowardly type Fenden has elected to hire out the acquisition of the major reagent he will need for this potion. He has located through gossip a naga settlement approximately a weeks travel by horse from Travar. Fenden has come to the market to find some stalwart adventurers to take up his errand of capturing a live naga. After all a single live naga

can provide many different components for use in his experiments.

## PLOT SYNOPSIS

Fenden is an Alchemist engaged in the business of being a general merchant. He has determined that a naga's scent gland is the perfect ingredient for a love potion he has been contracted to create. Being the clever businessman and also rather cowardly he attempts to hire the group to subdue and capture a naga. He will attempt to negotiate a price that is lopsidedly advantageous to him.

The characters are given the location of a naga settlement. It is then up to them to capture a live specimen. The hunt reveals that naga are not just mindless creatures but intelligent beings capable of communication and culture. The method of capturing a naga is left up to the characters to devise.

Once the naga has been captured the characters must travel back to Travar and conclude their business dealing with Fenden. Fenden attempts to renegotiate the price of the naga to be even more in his favor. Upon a successful renegotiation the characters will be paid. Several days after the transaction the characters notice that certain criminal gangs appear to be more bold and blatant in their criminal activity.

## THE PITCH

In the market place of Travar the players meet a merchant that introduces himself as Fenden. If the characters are wearing visible blood charms he will offer to personalize them for a reasonable fee.

Should the characters take him up on this offer he will quote a fairly steep price. This price of course can be

haggled down, though if he is successful in counter haggling he will make his pitch....

*"Well seeing that you are all so very well equipped and experienced I have a little business proposition for you. I find myself in need of a live*



*naga, the reasons for which are unimportant to this discussion. But in return for your services I will reduce the price for your charm personalization by half. That is reasonable, no? Of course your services would need to be performed before mine."*

If the players agree to the deal then Fenden will produce a canvas sack from the sling bag he is carrying.

*"This bag is treated with an herb based oil that will render a naga docile. Be careful you do not get*

*it wet or damp. Doing so will nullify the effects of the oil."*

If the group should out haggle Fenden he will still request their services but another round of haggling and counter haggling will take place to determine the price for the capture of the naga. In either event Fenden provides the group with directions to a known naga community one weeks trek north of the city.

## NAGA SETTLEMENT

**N** The group will have very little trouble locating the settlement of naga. The settlement can be smelled long before it is seen. Male characters will have difficulty in concentrating on the task at hand. With the exception of Obsidimen, and Leafers all male name-givers will be susceptible to the intoxicating odours of the settlement. All perception tests for male characters are at a negative two (-2) steps.

The settlement is in a large shallow valley surrounded on three sides by low hills. The settlement appears as though it is a random series of large piles of rotting leaves. There are worn paths that wind around the piles. A clear pond of water surrounded by small piles of flat rocks rests slightly left of the centre of the settlement.

Many naga appear to be sunning themselves on the piles of flat rocks and swimming in the pond. Younger naga can also be seen wiggling around in the water and crawling through the grass. The whole population of the valley appears to be about one hundred and fifty naga, if the characters take the time to do a rough count.

Trees cultivated by the naga ring most of the settlement. The map located in the back of this shard provides an over view layout of the naga settlement. Each hex is equivalent to five yards.

Vigilant naga sentries patrol the hill tops and the various thickets of trees. They have climbed the trees and peer out of the foliage. This allows the naga sentries their first action to be a surprise. They will attempt to entrance all male characters first if they are successful, they will drop out of the trees on to the entranced individuals.

The sentries will then raise an alarm to

notify the rest of the settlement. Once the sentries have raised the alarm the rest of the naga in the settlement will attempt to blend into the background using their camouflage ability.

Resisting and female characters will be warned to leave. The spellbound males will be instructed to enter the valley, while the guards attempt to drive off the resisting or female characters. The naga sentries have the same basic stats as a regular naga (**Gamemasters Guide pg 186, Creatures of Barsaive pg 62-63**). They will not attack unless they outnumber the resisting characters by a ratio of three naga to one character. If the naga do not have the numerical advantage they will attempt to drive off the non-spellbound characters with intimidation and threats.

The naga will speak in a mishmash of words from the various languages of Barsaive, both national languages and racial languages. They will do this until they can determine the correct language to use while speaking to the characters. Once they have determined the correct language they will speak it fluently.

The naga are not interested in allowing one of their own to be used as an experiment and will attempt to prevent any of their number from being forcibly removed from their settlement.

Likewise they do not allow the entranced males to leave the settlement either. Negotiation with the naga for the release of entranced characters may be successful if the group agrees to allow the entranced characters to remain in the settlement over night.





These characters will not be harmed by the naga, nor

will they remember what has happened to them .

## SERPENT IN THE SACK

Depending on the manner in which the group solves the “hunt” of the naga they will have either a mostly beaten naga or a very unhappy and uncooperative naga.

A mostly beaten naga will remain docile as the oils in the sack keep it in a stupor. This naga, though very useful to Fenden will appear to be beaten and bruised. The return trip will be fairly uneventful. Fenden will attempt however to haggle the price in his favor for what is an obviously poor specimen.

If the players manage to capture a Naga without brutalizing it into unconsciousness, and they get it into the sack, the oil in the sack keeps it docile as though it were mostly intoxicated. The naga will spend the next week long return trip chatting out loud, making lewd comments at no one in particular, and periodically complaining about how dark it is in the bag. It will also periodically ask “What is it that smells so tasty?” only to answer

itself with “Oh that’s right it’s you.”

The return trip with this naga is trying on the nerves of all the characters in the group. A week of non stop prattling and grumbling from the naga will wear on the characters.

By the time they return to Fenden all of them are on edge and grumpy. To represent this for every day of travel have the characters make a toughness test to sleep through the noise. For each night that they fail reduce their charisma step by one until they have achieved a full nights rest. A single full nights rest will return the character to their original charisma step.

When Fenden receives the naga he will be very happy that it is in such good condition. He will suggest that perhaps the task was too easy. Once again he will attempt to haggle the price of the naga more to his favor. By this point the characters may be suffering from fatigue and irritability, take this into consideration when running this event.



## LOOSE ENDS

Several loose ends are left open at the end of this shard.

1) Fenden concludes his sale of the love potion to his unnamed customer. This customer then uses it to compromise the wives of several guard captains. This result is that one of Travar's more notorious gangs ends up being given preferential treatment by the authorities. The compromising situations are not made public but are used as leverage against the various captains.

2) Even though Fenden made a tidy profit on the sale of the potion he was coerced into it by his underworld contacts. Just what that coercion was is used as blackmail to keep him in line. He is desperate to have this situation resolved in a manner that will make him look like the fine

up standing citizen he portrays himself to be.

3) If the characters had allowed any of the entranced males to remain in the Naga settlement over night, after a few moths they will begin to have dreams about a lovely young woman whom calls to them in their sleep. This is the offspring of the naga that has been sired by the character. It is the natural method of getting the male to return to the settlement to reproduce again.

4) If the characters managed to capture a live naga and take it to Travar to be used as experiment fodder, they will be viewed as a threat by the naga of the settlement. The naga will have to move their settlement and they will plan retaliation on the characters through their various name-giver servants.



## WARDING LEGEND POINTS

**A** Legend point awards are left up to the gamemaster to determine. Difficulty of the adventure should always be considered when awarding legend points. Because this particular adventure can go several ways here are a few points to consider when making the legend point awards.

- 1) Did the characters succeed in capturing a live naga?
- 2) Were they able to successfully out haggle Fenden at

the various points in the adventure?

- 3) Did the characters show mercy to the naga settlement and not completely destroy it?
- 4) Did the characters determine the naga are an intelligent species that doesn't deserve to be experimental material?
- 5) Were the characters and Naga able to come to an equitable solution?



## CHARACTER

**C** The character of Fenden presupposes that the gamemaster is using the Alchemist discipline. If this discipline is not in use then it is up to the gamemaster to develop their own version of this character.

Fenden is an eleventh circle Alchemist adept. His dwarven features are warm and inviting. Most name-givers have a positive response to his easy jovial nature. Being mostly a coward by nature Fenden has developed a reputation for being a solid citizen of Travar, a facade behind which he can hide. He is viewed as a shrewd and canny businessman and his skills as an alchemist are often employed by city officials.

Fenden is willing to take on new apprentices and maintains several in his shop, *The Shimmering Bottle*. His current apprentices are not adept material and he would be very pleased to find an individual with the dedication required to be an Alchemist adept. A character sheet detailing Fenden is located at the end of this shard.

## RESOURCES

**R** During this adventure the players are exposed to several good resources that can be built on in later adventures.

First is the character of Fenden, as a supplier of potions, poisons and blood charms he can be used to provide the players with a stop over location in Travar to re-supply these items.

Being of the eleventh circle he can easily be the mentor of a character wishing to become an Alchemist adept. He is very leery of multi-disciplining with caster disciplines as he views them to be very one sided in their use of magic.

Fenden may be used as a fence in the city. He has several underworld contacts and they are often in need of questionable services and goods.

As far as contacts go Fenden is also held in high regard in the various offices of authority in Travar. His word is

often considered when weighing decisions. Because of this Fenden becomes a very good patron for the players.

Another resource to consider are the scales, hides and various organs of the naga. These parts could easily be sold or traded to merchants or other alchemists. The naga scales are used in various broaches and clasps. Naga hide can be used as the base component of a suit of leather armour. Even if there are no magical effects that can be attributed to the armour it would be a spectacle to see, and non-player characters might react better to players wearing it.

Lastly the Serpent Sack used to maintain the naga is a resource that might be over looked by the characters. If they elect to destroy the settlement the sack could become a pattern item for the group reflecting their penchant to for overkill. Or it might become a symbol of their willingness to recognise other sentience of non-name-giver species.







# CHARACTER SHEET



NAME: Fenden

DISCIPLINE: Alchemist

CIRCLE: 11

GENDER: Male

RACE: Dwarf

HAIR: Light brown

SKIN: clay brown

AGE: 75

HEIGHT: 4'8"

WEIGHT: 98

EYES: Brown

## ATTRIBUTES

	BASE VALUE	LP INCREASE	CURRENT VALUE	STEP	ACTION DICE
DEXTERITY	10	3	19	8	2d6
STRENGTH	12	0	12	5	d8
TOUGHNESS	13	0	13	6	d10
PERCEPTION	10	3	19	8	2d6
WILLPOWER	10	3	13	6	d10
CHARISMA	8	2	15	6	d10

## CHARACTERISTICS

MOVEMENT RATE	CARRYING CAPACITY	KARMA POINTS	MAX
4	95	12	44

INITIATIVE
STEP 8 ACTION DICE 2d6

## ARMOR RATINGS

DEFENSE RATINGS	ARMOR	DEFLECTION BONUS
PHYSICAL DEFENSE	12	SHIELD -
SPELL DEFENSE	12	PHYSICAL ARMOR -
SOCIAL DEFENSE	10	MYSTIC ARMOR 1

## HEALTH

RECOVERY	CURRENT DAMAGE
TESTS PER DAY 3 STEP 6 ACTION DICE d10	
UNCONSCIOUSNESS	WOUNDS
BASE 27 ADJUSTMENT CURRENT VALUE 27	THRESHOLD 9 PENALTIES -1 -2 -3 -4 -5 -6 -7 -8 -9
DEATH	
BASE 35 ADJUSTMENT CURRENT VALUE 35	

## MELEE WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED
Dwarf Sword (4) + STR (5) + Forge (2)	11	2	2
Dagger (2) + STR (5) + Forge (1)	8	1	1
Dagger (2) + STR (5) + Forge (1)	8	1	1

## RANGED WEAPONS

WEAPON	DAMAGE STEP	SIZE	TIMES FORGED	SHORT	LONG

## DISCIPLINE TALENTS

### INITIATE/NOVICE

TALENT NAME	ACTION	STRAIN	ATTRIBUTE	RANK	STEP	ACTION DICE
(First Circle) Alchemy	Sus		8	11	19	d12+2d10
(First Circle) Herbalism	Sus		8	11	19	d12+2d10
(First Circle) Karma Ritual	na		-	11	11	
(First Circle) Read & Write Language	Sus	1	8	11	19	d12+2d10
(First Circle) Wilderness Survival	Sus		8	11	19	d12+2d10
(Second Circle) Improvised Toolset	Sus	1	8	11	19	d12+2d10
(Third Circle) Poison Resistance	Free		6	11	17	d12+2d8
(Fourth Circle) Thread (Properties) Weaving	Sta		8	11	19	d12+2d10

### JOURNEYMAN

(Fifth Circle) Read & Write Magic	Sus		8	11	19	d12+2d10
(Sixth Circle) Personalized Concoction	Sus		8	11	19	d12+2d10
(Seventh Circle) Earth Skin	Sta		6	11	17	d12+2d8 +K
(Eighth Circle) Item History	Sus		8	11	19	d12+2d10+K
(Ninth Circle) Defense	Sta	1	8	11	19	d12+2d10+K
(Tenth Circle) Enduring Art	Sus		8	11	19	d12+2d10
(Eleventh Circle) Personalized Charm	Sus		8	3	11	d10+d8

### MASTER

## DISCIPLINE BONUSES

CIRCLE	BONUS/ABILITY
2	+1 to Physical Defense 9 Transmute Ability
4	Spends Karma on Dexterity only tests. 10 +1 to Physical Defense +1 Recovery Tests per day
5	Alchemical Affinity 11 +1 to Spell Defense +1 to Social Defense
6	Spends Karma on Perception only tests.
7	Spends Karma on potion effects tests.
8	+1 to Spell Defense



# CHARACTER

## OTHER TALENTS

### INITIATE/NOVICE

TALENT NAME

(First Circle) Evidence Analysis

KSPM

ACTION

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

☐ Sus 1 8 + 11 = 19 d12+2d10

(Second Circle) Reasearch

☐ Sus 8 + 11 = 19 d12+2d10

(Third Circle) Melee Weapons

☐ Sta 8 + 8 = 16 d12+d8+d6

(Forth Circle) Speak Language

☐ Sta (1) 8 + 5 = 13 d12+d10

Sperethiel, Or'zet, Theran, Iopan, Drake

☐ + =

☐ + =

☐ + =

### JOURNEYMAN

(Fifth Circle) Book Memmory

☒ Sta 8 + 11 = 19 d12+2d10+K

(Sixth Circle) Direction Sense

☒ Sta 2 8 + 6 = 14 2d12+K

(Seventh Circle) Sprint

☒ Smp 1 6 + 6 = 12 2d10+K

(Eighth Circle) Evaluate

☐ Sta 8 + 8 = 16 d12+d8+d6

☐ + =

☐ + =

### WARDEN

(Ninth Circle) Unarmed Combat

☐ Sta 8 + 5 = 13 d12+d10

(Tenth Circle) Bone Compass

☒ Sta 2 8 + 6 = 14 2d12+K

(Eleventh Circle) True Sight

☐ na 6 + 6 = d10

## SKILLS

SKILL NAME

ACTION

STRAIN

ATTRIBUTE

RANK

STEP

ACTION DICE

Knowledge Skill: Alchemy and Potions Lore

Sta 8 + 8 = 16 d12+d8+d6

Knowledge Skill: Province History (Barsaive)

Sta 8 + 4 = 12 2d10

Artisan Skill: Glass Blowing

Sus 6 + 4 = 10 2d8

Artisan Skill: Calligraphy

Sus 6 + 7 = 11 d10+d8

Artisan Skill: Illustration

Sus 6 + 7 = 11 d10+d8

+ =

+ =

+ =

+ =

+ =

+ =

+ =

+ =

+ =

+ =

+ =

## PORTRAIT

## SHORT DESCRIPTION

## RACIAL ABILITIES

Heat Sight

## EXPERIENCE

TOTAL LEGEND POINTS

CURRENT LEGEND POINTS

RENOWN

REPUTATION